LEAPSTER

MULTIMEDIA LEARNING SYSTEM ACCESSORIES

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack, and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster handheld directly from an AC outlet!

Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

CARRYING CASE

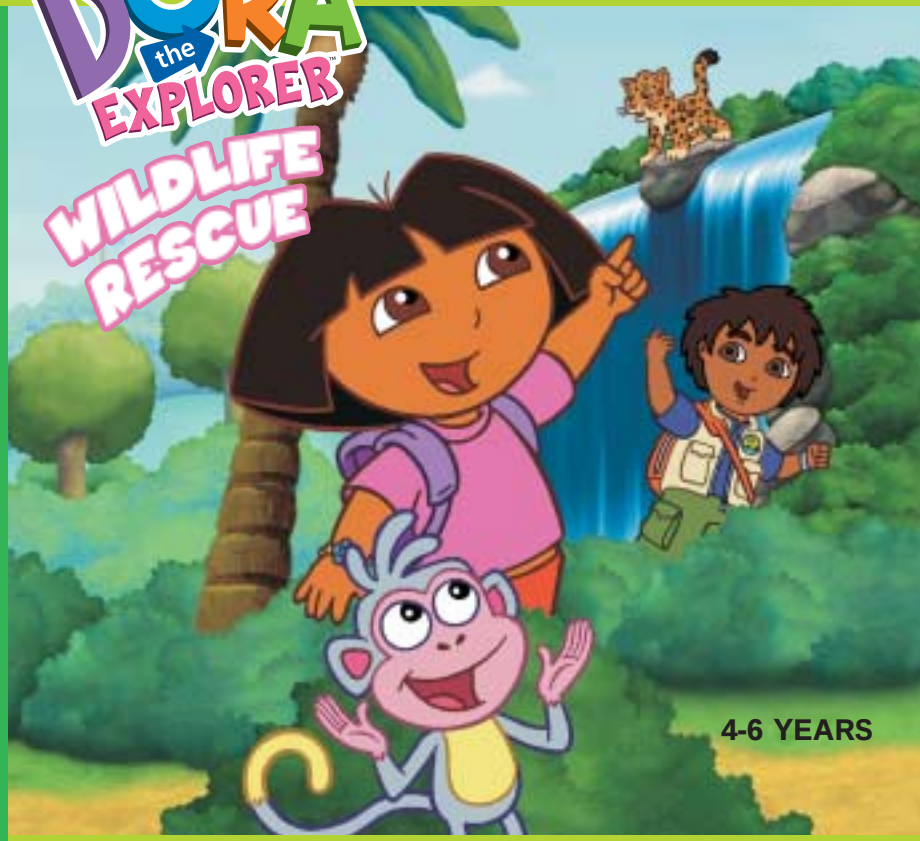
This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM

NICK JR. DORA the EXPLORER™

WILDLIFE RESCUE



4-6 YEARS

PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

CHECK OUT THE EVER-GROWING

LEAPSTER

MULTIMEDIA LEARNING SYSTEM LIBRARY!

DORA THE EXPLORER

¡Hola! Dora and Boots are helping rescue animals, and they need your help! You can choose from 5 learning games and 3 interactive storylines that teach 45 essential pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

Available Fall 2003

SPONGEBOB™ SQUAREPANTS

A new restaurant in Bikini Bottom means competition for the Krusty Krab. SpongeBob™ has an idea to save the day—he'll make a new, improved Krabby Patty sauce that will win back customers! Play 5 action-packed learning games that teach 45 skills as you help SpongeBob™ collect ingredients, create the sauce, and test it on Patrick!

LEAPSTER™ KINDERGARTEN

Welcome to Carnival Marvel! Step right up to play 6 fun-filled learning games that teach 45 essential kindergarten reading and math skills. Play learning games and you can earn tickets to buy monster parts. Then build a complete monster and teach it a silly dance so it can take the stage!

CHECK OUT THE EVER-GROWING

LEAPSTER

MULTIMEDIA LEARNING SYSTEM LIBRARY!

LEAPSTER™ 1ST GRADE

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 action-packed learning games that teach 60 essential first grade reading and math skills! Play learning games, and you can earn tokens to race cars at the grand opening of the RC Racetrack!

MR. PENCIL'S LEARN TO DRAW AND WRITE

Let your imagination run wild! Mr. Pencil's Learn to Draw and Write combines over 100 step-by-step lessons with the tools to create anything you can imagine. Dozens of interactive lessons and creative tools make this an open-ended educational and creativity game that kids won't want to put down!

Available Fall 2003

MATH BASEBALL

It's game time, and you'll need to use your math skills to help your team win the baseball championship! Pitch, hit and field as you play 5 learning modes that automatically adjust to your skill level—to keep you learning at just the right pace! Get ready to hit a home run!

Available Fall 2003

WELCOME TO

Dora the Explorer

Join Dora, Boots and Diego on an amazing wildlife rescue adventure!

1 Getting Started:

Insert the cartridge with the label side facing front. Press the On/Off button to begin.

2 Sign In

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

3 Game Selection Screen

Dora the Explorer Wildlife Rescue has 3 adventure paths and 5 exciting learning games. Touch a game icon with the stylus to start the game. Players can also use the directional arrows to scroll through and highlight games, then press the big blue button to start the game. To skip the intro movie, touch the screen with the stylus or press the big blue button.

To turn off the background music, touch the tab with the music note. Select "music on" or "music off" and OK to confirm. This setting will return to "music on" each time the unit is powered on.

All images in this Parent Guide are representative only of gameplay and do reflect actual screen shot pixelation.

Educational Skills Summary

Dora the Explorer Wildlife Rescue teaches over 45 skills in the areas of reading, language arts and mathematics. These skills are derived from LeapFrog's guideline of approximately 1,200 skills that are aligned with key state standards, and that identify what teachers are expected to teach and what students are expected to learn at each given grade level.

LANGUAGE	MATHEMATICS	SCIENCE	OTHER

	Understand question words	Distinguish letters from numbers	Name letters	Letter sequencing	Match letters to their regular sounds	Recognize and name uppercase letters	Recognize and name lowercase letters	Differentiate upper and lowercase letters	Match upper and lowercase letters	Identify antonyms	Differentiate beginning sounds	Identify the initial sounds in a picture prompt	Recognize regular consonant sounds	Know the order of the alphabet	Recognize location words	Note initial letter in common word	Match like objects	Count up to five objects	Match basic shapes	Match patterns	Extend simple patterns	Understand simple number or shape patterns	Identify missing numbers in a sequence	Number sequencing	Classify objects by various attributes	Complete puzzles of increasing complexity	Compare and order whole numbers (0-10)	Count to 10	Use logical reasoning	Predict figure formed by joining two or more shapes	Combine, subdivide and transform basic shapes to make a new shape	Identify matching groups of objects	Match pictures to spoken words	Differentiate left and right, top, bottom, middle	Identify basic shapes	Classify basic shapes	Compare common shapes and objects	Group objects by similar characteristics	Gather information	Compare and sort objects and organisms	Understand what animals need to survive and reproduce	Identify familiar plants and animals	Identify similarities and differences among living things	Know names of common land forms	Know how animals obtain food	Spanish language exposure	Utilize memory and concentration skills	Understand cause-and-effect relationships	Understanding time of day	Kinesthetic awareness
Stepping Stones	●	●	●	●	●	●	●	●		●	●							●			●		●		●	●	●	●			●			●	●	●	●						●		●			
Animal Rescue	●		●	●			●							●				●			●	●	●	●	●	●	●	●				●					●							●		●			
Troll Bridge	●	●			●	●	●	●	●	●	●	●				●	●	●	●						●						●	●	●	●	●	●									●	●			
Animal Match	●																		●						●																				●	●			
Celebration	●																							●												●		●	●	●	●	●			●		●	●	●	
Map																								●																					●				

Two Paths of Play: Stories and Games

Players may choose either the story mode or the activity mode to play. When players choose the story path, they join in an adventure to try to help an animal in danger. As they work through each animal adventure, players get to sing along with Dora, stop Swiper from swiping and play three games on their way to help the lost animal. After they have rescued an animal, players join in a celebration at the Animal Rescue Center. Alternatively, players can go directly to the games and select the one(s) they want to play from the "Play a Game" screen.

Learning at All Levels

Games that teach pre-reading and math skills advance through three levels of difficulty. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. In *Stepping Stones*, for example, players are asked to find the correct path through a series of mazes that go from 1) finding colors, shapes, numbers and letters or letters that match a sound; to 2) following a common number, letter, or letter that matches a sound; to 3) following a path of letter/number sequences.

How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses the hint button or gives several incorrect answers. In *Animal Rescue,* for example, the player will receive a hint showing the sequence they need to complete. The narrator then prompts the player to try again. If the player succeeds, then game play continues. If not, then another more specific tutorial is provided.

Animal Adventures

HOW TO PLAY

Dora the Explorer and her cousin Diego need help. Diego works at the Animal Rescue Center. Some animals are in danger. Players must choose one of the animals from Diego's field journal and help it find its way back to the animal rescue center.

Once the animal and the level of game play are chosen, a map from Dora's backpack appears and highlights the path that players must take to rescue the animal. Along the way, Dora's friend Boots gets hungry. To give him a snack, players click on edible objects from Dora's backpack. But watch out! Swiper the Fox wants treats too—and Dora and Boots must chase Swiper away.

WHAT'S BEING TAUGHT?

Plot: As part of their growing understanding and appreciation of stories, children learn narrative structure. They learn innately by hearing stories and they learn directly through instruction. Stories have a beginning (when you find out about a character's problem), middle (when a character tries various solutions to the problem), and an ending (when the character solves the problem). This structure, followed in most fairy tales and many other classic children's stories, allows for the building of tension and the satisfaction of resolution.

Beginning: Problem

Middle: Attempts to solve problem

Ending: Solution

WHY IS THAT IMPORTANT?

To appreciate a story, or tell a story of their own, children must learn that story events happen in a certain order and build tension through the resolution of a problem or conflict.

Animal Match

HOW TO PLAY

Baby animals are all around Bushy Hill. But they're hidden from sight, playing in the bushes. Can Dora and Boots help the animal mothers and fathers find their babies? Players listen along with Dora and Boots to match the sounds that the baby animals make to the sounds that the parents make. Players use the arrow keys to listen to sounds. Players then press the big blue button when they think they have found a match. The object of the game is to reunite each animal baby with its parent. Players must match 6 animal pairs to complete each game.

WHAT'S BEING TAUGHT?

Auditory Discrimination: Noting similarities and differences among sounds.

Level 1: Players match distinctly different animal sounds that come from *bats*, *bees*, *cats*, *cows*, *dogs*, *donkeys*, *ducks*, *frogs*, *horses*, *parrots*, *pigs* and so on.

Level 2: Players match the same animal sounds based on the number of times they are repeated.

Level 3: Players match the same animal sounds based on the level of their pitch and their duration.

WHY IS THAT IMPORTANT?

Activities that develop a child's sense of hearing prepare him or her to distinguish differences in sounds. This skill is needed for both reading and spelling. Children first learn that a word is made up of a series of sounds. They learn to pick out and manipulate the sounds in spoken words. Later, when they learn the relationship between letters and sounds, they begin to understand that words can be broken down into their sounds, or "sounded out." To read, they blend sounds together. To spell, they break down words into their sounds.

Stepping Stones

HOW TO PLAY

Watch out, Dora! Crocodile Lake is filled with—crocodiles! Lucky for Dora, the lake is filled with stepping-stones, too. Using the arrow keys, players help Dora find her way through mazes of stepping-stones by following paths of colors, shapes, numbers and letters. Can players help Dora and Boots get safely across the lake without running into any crocodiles?

WHAT'S BEING TAUGHT?

Visual Discrimination: Note similarities and differences among objects.

Level 1: Follow the path to a specific color and/or shape.

Level 2: Follow the path to a specific capital letter, a specific numeral from 1 to 10; a letter representing a specific sound; and a specific letter in either capital or lowercase form.

Level 3: Follow a path of letters *or* numbers; capital *or* lowercase letters.

Letter Recognition/Letter Order: Identify and name alphabet letters, and recognize their order in the alphabet.

Level 3: Follow a path of capital letters in ABC order.

Numeration: Recognize numerals and make the connection between numerals and their numeric value; and order whole numbers.

Level 3: Follow a path of consecutive numbers from 1 to 5.

WHY IS THAT IMPORTANT?

Visual discrimination is a key skill for young learners. Many youngsters who are just beginning to learn their letters, for example, are often confused by letters that look alike: *b* and *d, m* and *n, p* and *q.* The ability to distinguish between them becomes increasingly important as children learn to read and spell. Similarly, pattern recognition is important for beginning learners. Can your child identify a pattern of letters in words that rhyme, for example? Can he or she see a pattern when you add one more—or take one away—from a series of numbers to 5?

Troll Bridge

HOW TO PLAY

Oh, no! Dora and Boots are stuck at Grumpy Old Troll's Bridge. All the gates are locked and the Grumpy Old Troll is standing guard. Players use their pen to choose an object from Dora's backpack that solves Grumpy Old Troll's riddle. Once Grumpy Old Troll lets them pass, players must match pairs of picture opposites to unlock the gates. Can players get Dora and Boots across the bridge?

WHAT'S BEING TAUGHT?

Vocabulary: Understanding words that mean the opposite.

Logical Reasoning: Using thinking skills to solve spoken riddles.

Visual Memory/Spatial Relationships: Learning to recognize and remember pictures that represent words and/or concepts; understanding the position of objects in relation to one another.

Level 1: Players match 4 pairs of (face up) opposites, using letters, numbers, shapes, colors and opposites.

Level 2: Players match 6 pairs of (face down) opposites, using number-to-groups, shapes and opposites.

Level 3: Players match 6 pairs of (face down) more difficult opposites, using first letter to word, rhyming words, antonyms, and spoken words to pictures.

WHY IS THAT IMPORTANT?

What better way to engage a child's problem-solving skills than to offer lots of puzzles and riddles—puzzles to build visual acuity and riddles to foster good listening skills. Simple puzzles also offer opportunities to develop a child's vocabulary through picture clues, while riddles build language skills through words that describe the riddle's subject. Many puzzles for young learners take the form of memory games. In "Concentration," for example, children must not only find matching pairs but also remember where those pairs are hidden. This develops the visual memory skills for "sight words," for example, or number facts from flash card drills.

Animal Rescue

HOW TO PLAY

Whoops, there's a broken bridge! And, listen, there's an animal on the other side that needs help! Can players help Dora and Boots cross the bridge and help the animal? Using arrow keys and the big blue button, players push pieces of the bridge into the holes in order to repair it. Hang on, little friend! Dora and Boots are on their way!

WHAT'S BEING TAUGHT?

Logical Reasoning/Pattern Completion: Understanding simple patterns; using problem-solving skills to complete patterns of increasing complexity.

Level 1: Players determine which shapes fill in the "holes" across the bridge, and which colors complete a simple pattern of stones.

Level 2: Players fill in one or two holes by choosing the letter or number that completes the sequence of stones across the bridge.

Level 3: Players fill in two holes by determining which shapes, colors, numbers and letters complete a sequence of stones. In some cases, players use two small shapes to fill in one large hole and they must complete the operation in the correct order.

Visual Discrimination: Noting similarities and differences among shapes.

Spatial Relationships: Understanding the position of objects in relation to one another.

WHY IS THAT IMPORTANT?

Pattern completion is another reasoning skill that children are asked to apply to reading, spelling and math. In reading and spelling, for example, a specific application of this skill is building words families by changing the first letter of a word. Similarly, in math, a child's ability to recognize a pattern is key to the understanding of the number line. That is, all positive numbers appear in consecutive order to the right of zero and extend from *left to right;* all negative numbers appear to the left of zero and extend in order from *right to left.*

Celebration

HOW TO PLAY

It's time to celebrate! Diego, Dora and Boots want to thank players for their help. Players can actively participate in the celebration by touching the radio to hear the song from the game, or by touching Boots or the posters to hear all about animals and how they behave during different times of day. Players can also touch Dora to learn how to imitate animal movements, or touch Diego to learn how to imitate the sounds that animals make. If players touch the signpost, Diego escorts them outside the Animal Center. Players get to visit the animal they have helped in 3 unique settings. As they touch different objects in each setting, players learn about the different environments, and then must determine which setting is best suited for their animal friend.

WHAT'S BEING TAUGHT?

Music and Movement: Learning and singing songs; imitating animal sounds and movements.

Animal Facts: Learning about animal behavior, as well as animal habitats.

WHY IS THAT IMPORTANT?

Young learners are able to express their thoughts and feelings through music and movement. Music and movement are also important to a young child's development. For example, 3- to 4-year-olds gain voice control; they like songs that play with language and also enjoy making music in groups, as their concepts of high and low, loud and soft are being formed. 4- to 6-year-olds are beginning to sing songs from memory. They are also gaining pitch control, accuracy for rhythms and a greater attention span. Their lack of inhibition also makes young learners good candidates for creative movement, such as imitating the way an animal moves, or moving to reflect a sound or feeling.

Try This at Home:

Reinforcing Learning through the Senses

- Use everyday opportunities to build your child's listening skills. Ask your child to listen to identify sounds of common objects inside and outside the house: *dishwashers, running water, closing doors, clicking locks, trucks, fire engines, animals, people talking.*
- Play "Find the Bell" with your child. First, place a blindfold, such as a terry cloth headband, over your child's eyes. Ring a bell from across the room, then have your child move toward the sound until he or she finds it.
- Play a matching game. Spread plastic containers and boxes with lids on a flat surface in front of your child. Ask him or her to match the lids to their containers, using attributes such as size and shape.
- Create a pattern with beads, macaroni, or cereal, and encourage your child to duplicate the pattern. For example, one blue, two green, and three yellow beads, or one bead and two cereal circles.

Reinforcing Vocabulary and Reading Skills:

- Play "Charades" with your child, as well as other family members or friends. Use words that are opposites. Write the following words on index cards, or draw pictures to represent them: *throw (catch), sit (stand), awake (asleep), big (little), cold (hot), tall (short), wet (dry), frown (smile), cry (laugh), give (take), off (on).* Place the cards in a hat and have players take turns, picking a card and miming the word on the card. Participants must then guess the word being mimed, and name its opposite.
- Read to your child as often as possible. Use such classics as *The Runaway Bunny,* by Margaret Wise Brown; *The Very Hungry Caterpillar,* by Eric Carle; and *Cat in the Hat,* by Dr. Seuss to talk about the plot of a story. Help your child identify the main character, his or her problem, a few complications, and how the problem is finally resolved. Then, create a story together, using a favorite animal as its hero.

Reinforcing Math and Logic Skills

- Use board games, bingo, hopscotch, or playing cards to reinforce number recognition with your child.
- Play "Go Fish!" and "Concentration" with your child, using playing cards. While you are having fun, your child is also learning the concepts of number recognition, matching like pairs, greater than/less than, and number sequence, as well as building memory skills.
- Combine household chores with math as your child sets the table, sorts silverware or laundry, or stacks dishes according to size.
- Go to the grocery store with your child and present some problem-solving challenges. For example, have your child help compare the sizes of cans and boxes, as well as their prices. Talk together about the logic of buying certain items as opposed to others.

Reinforcing Music and Movement Skills

- Make music and songs a part of your child's daily activities. Teach your child songs that use word play, repetition and nonsense syllables. Provide a variety of recorded music, as well as exposure to the music of different cultures.
- Play "Statues" with your child. Explain that you are going to play some music. Your child should move in any way he or she likes while the music is playing. When the music stops, however, he or she should freeze into a statue until the music begins again. Each time you play "Statues," try to choose a song with a different mood than the last one, in order to expose your child to different musical styles. Ask your child to describe the mood of the music and/or how it makes them feel.

Reinforcing Science Skills: Animal Facts

- Help your child to choose his or her favorite animal, then create an Animal Fact File. Use simple resources, such as nature magazines designed for children, easy-to-read nonfiction books, children's encyclopedias, and children's Web sites to learn about the animal: *What It Looks Like, Where It Lives, What It Eats, What Its Enemies Are;* and a few fun facts. Write each fact on the lined side of a 5" X 7" index card. Then, have your child illustrate each fact on the blank side of the card. Repeat this procedure for as many animals as time and interest allow. Then, place the facts in a file in ABC order by animal. Encourage your child to share the Animal Fact File with family and friends.

U. S./Canada Consumer Service Contact:

Please visit our U.S./Canada Consumer Support Web site at *http://www.leapfrog.com/support,* 24 hours a day.

You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Friday, 5:00 AM to 7:00 PM and Saturday 7:00 AM to 4:00 PM, Pacific time.

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You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

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During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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"C'mon Vamonos" written by J. Sitron/S. Durkee, Published by Tunes by Nickelodeon, Inc. (admin. by Famous Music Corp. ASCAP).

"Dora the Explorer Theme" written by J. Sitron/B. Straus/S. Durkee, Published by Tunes by Nickelodeon, Inc. (admin. by Famous Music Corp. ASCAP).

"We Did It" written by B. Straus, Published by Tunes by Nickelodeon, Inc. (admin. by Famous Music Corp. ASCAP).

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